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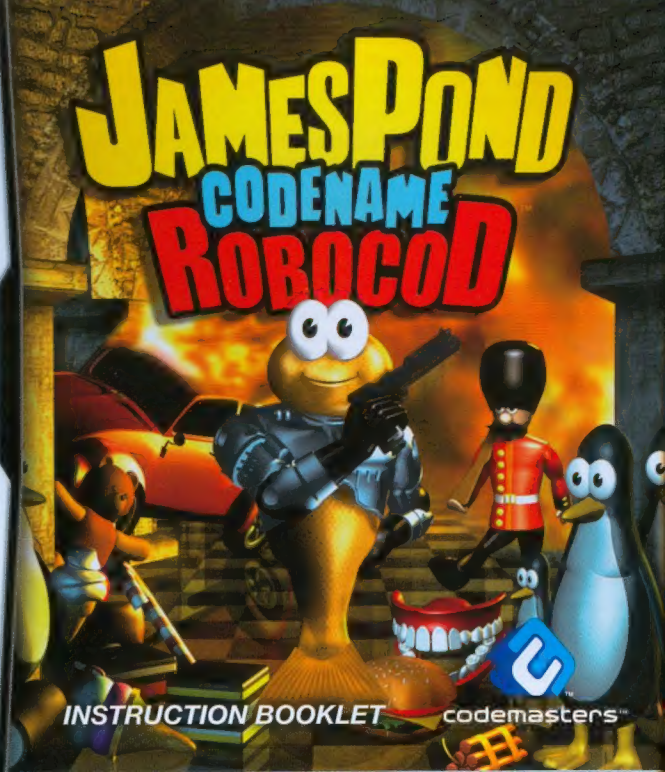
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Briefing

03

Briefing: Top Secret

To: James Pond

Codename: RoboCod™

Datum: 23.12.05

Reference: Dr.Maybe



Initial Situation:

- Dr.Maybe has taken over North Pole central toy factory
- S. Claus' elves fitted with explosives
- Must be defused within 48 hours

Mission Objectives: Infiltrate factory and render S. Claus' elves inactive.

GOOD LUCK!



Rescue Mission One:

A sport to catch a mackerel! Jump over ping-pong bats and volleyballs, then stretch high above giant boxing gloves and golf clubs to clobber Dr. Maybe's servants of destruction. If you're lucky enough to find a car, just jump in the driver's seat to use it!

Rescue Mission Two:

Cuddly, cute and cantankerous! Rescue sinister stuffed bears and horrified hippos before Dr. Maybe devours them! Pond, there may be an airplane hidden somewhere. Use it wisely.

Rescue Mission Three:

Big top, big hop! Big tops and clowns turn into big problems and frowns in Dr. Maybe's circus! We were not able to obtain any secret information about this factory, so you'll have to complete this mission on your own.



Rescue Mission Four:

Batty bores games! Vicious chess pieces and foul dominoes abound in the board games factory. Use your super stretchability to reach secret areas and keep the upper hand.

Rescue Mission Five:

Bubbles and bathtubs! Slippery opponents such as secret submarines and lethal fish thugs are out to get you in the bath-toy factory! There may be a modified bath that you can utilize somewhere in there, but watch your step!

Rescue Mission Six:

Music maestro please! Stereo systems, paintbrushes and typewriters were never as unfriendly as this! Work your way through this factory of the arts and don't waste time.



Rescue Mission Seven:

Castle castellations! Run across blocks and escape angry flowers to get over the obstacles outside the castle. Leap on castle windowsills to reach the top of the castle and save the toys! Flowers only attack when you get too close, so try to stay as far away from them as you can!

Rescue Mission Eight:

Crazy cars and cranking coos! Model trains, hungry cars, and crazed wind-up dolls chase you through the ins and outs of the mechanical toy factory! Remember, Dr. Maybe has a screw loose so stay on the tips of your fins! Use the dolls and small trains to bounce up to the goodies out of reach.

Rescue Mission Nine:

Sticky sweets and killer cakes! All the world's holiday cakes, sweets and biscuits are made here in Santa's confectionery factory. Battle half-baked Cherry Pie Soldiers to make the sour sweets edible again. You may find the umbrellas useful, but do be careful Pond! You're almost ready to confront Dr. Maybe! Good luck RoboCod.



Menu Screen

When you start up the game, you will be presented with the main menu screen. From here you have the following options:-

New Game

Selecting 'New game' with the 'A' Button starts Pond off on his first mission outside Mr. S. Claus' toy factory. You will first be asked to enter your name which will be used to identify saved games and high scores.



Load Game

Selecting 'Load Game' with the 'A' Button will allow you to select one of five previously saved games to continue.

Continue Game

If you select 'Continue game' with the 'A' Button you will continue the last game you were playing from the last save point.

High Scores:

Selecting this option with the 'A' Button allows you to see the table of high scores achieved so far, along with the level that was reached.



RANK	NAME	SCORE	LV
1.	MARKUS	05000000	25
2.	BARNY	04500000	23
3.	ALEX	04000000	20
4.	SEAN	03500000	20
5.	PETE	03000000	17
6.	IAN	02500000	11
7.	SABRINA	02000000	08
8.	SERGIO	01500000	06
9.	JULES	01000000	04
10.	VINCENT	00500000	04

B Back



If at any point you wish to reset the highscore table to its factory default then please press the 'L', 'R', 'Y' and 'A' Buttons simultaneously whilst on this screen.



Options:

If you select 'Options' with the 'A' Button you will be able to choose from a few options. The 'Control Style' option allows you to select which button in the game makes you jump (the other will automatically become the

stretch button). Press the +Control Pad left or right to change the option. This manual assumes that the default 'A' Button is used for jumping. The 'Music volume' option controls how loud the music is in the game. Press the +Control Pad left or right to change the option. The 'Credits' screen is selected by pressing the 'A' Button and this will list the names of everyone who worked on this game. Press the 'B' Button to exit this screen.



By default, the top screen of the 'Nintendo DS™' will display the main game screen whilst the lower window will display a map showing the level around you. You may swap these two screens around to suit your preference by pressing 'SELECT'.

The map screen can also be toggled to display status information for; number of lives, battery energy, bonus presents still to collect, elves still to collect, bonus level bells still to collect. This can be done using the 'L' Button.



Controls

RoboCod, we think that your Expandosuit will take some getting used to, so we've compiled this short list of instructions to help you adjust quickly.



Moving Around

To move around, use your +Control Pad to move left and right, and push the 'A' Button to jump and bounce around. The longer you hold the Button, the higher you bounce.

Stretch Yourself

Press the 'B' Button to stretch up. If you extend to a ledge, release the 'B' Button to grab it and your body automatically snaps up! Then press the +Control Pad right or left to move sideways.



To drop down, push the +Control Pad down. If one of Maybe's Meanies bites your tail while you're stretching you'll snap back down, so time your stretching carefully (for long distance stretching, try wiping out the Meanies around you before you begin stretching). Pushing down on the +Control Pad whilst stationary also allows you to duck.

Mash Maybe's Meanies

To land on a Meanie, press the 'A' Button to jump up and right or left to position yourself over them. Push the +Control Pad down in mid air to compress RoboCod and mash the Meanie when you land on it.



Some Meanies only need one hit, but others take more hits before they disappear. Push the 'A' Button as you land on a Meanie for an extra high rebound!

Look Around

To look around, press the 'R' Button and then use the +Control Pad to move the screen around. In this way you can look for any nasty surprises that may await you off-screen.



What you see

Each factory is guarded by Dr. Maybe's El-Cheapo security system. Why was it so cheap? Because it doesn't work in the frozen wasteland of the Arctic. The system has short circuited, allowing you to pass freely from one factory to the next, but only in order from the ground up.



Barber Pole Exits

To exit most rooms, walk to the Barber Pole Exit when it's flashing. Sometimes you'll have to collect all Elf Bombs in a room before the exit flashes, sometimes you won't (in a secret bonus room, for instance, the exits are always flashing).

In-Game Menu Screen

If you press 'START', the game will pause, and you'll be given two options: 'Continue' or 'Quit'. Selecting 'Continue' restarts the game and you can continue playing. The 'Quit' option will exit the game and return the player to the main menu.



Bonus Block

Bump these blocks from underneath and collect the surprises inside for extra points. Watch out for the black bottles of poison.

Remaining Chances

In the bottom left-hand corner of your game screen, RoboCod tells you how many chances you have left to finish the game. In one hand, RoboCod counts down your chances to catch Dr. Maybe. In the other hand, he holds batteries for the Expandosuit. Each time one of Maybe's Meanies touches you, you'll lose a battery.

When you're out of batteries, the suit stops working and you lose a chance. Stock up on batteries by collecting stars. You have a maximum of four lives and five batteries.



Bonus Rooms

Every level has a bonus room. To get to it, you must collect all 3 golden bells on the level. If you collect all three you will be automatically transported to the bonus level after finishing the normal level. You get more time in the bonus level by collecting clocks and watches in the normal level. When your time runs out, or when you touch an exit pole, you will continue to the next level.



Elf Bombs

Dr. Maybe's bombs have been attached to the hard working elves of Santa's factory. There are between one and twenty Elf Bombs on each level and you must rescue all the elves before the Barber Pole Exit flashes. There are no Elf Bombs in bonus rooms.



Hidden Treasures

Power Stars

Pick up Power Stars for an extra Expandosuit battery.

Bullet-proof Armor

Dr. Maybe has scattered suits of armor around different areas of the factory. When you discover a suit of armor, pick it up for temporary protection.



Wing Attachments

Before our scientists could attach your wings, Maybe's Meanies stole them and took them to different places around the factory. When you pick them up, press 'up' on the +Control Pad or press the 'A' Button to fly, and left or right to move sideways.



Special Hint

Golden Ankhs

Pick up a Golden Ankh for an extra life.

Umbrellas

When you fall, you fall fast and hard - that's the price you pay for wearing a ton of steel. Pick up umbrellas you find along the way to slow your fall. To manoeuvre mid-fall, just move the +Control Pad right or Left.



Special Hint

Special Hint for very Special-Agents: Our scientists discovered a very rare characteristic of the presents produced by North Pole Toys Inc.!

Because of the way they are magically produced, there seems to be a way to unlock the magical powers within them and use them in your mission!



Because of the short period of time since this discovery, our scientists don't know exactly how to reveal the powers hiding in them!

What we know for sure is that there is a coherence between the presents collected and the order of collecting them. We think you will notice the effect of a right combination after you find one. So keep on trying to find out more about this mystery because it will assist your efforts in defeating Doctor Maybe.





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